





COULDN'T GIVE YOU A DECENT FUNERAL COULDN'T EVEN GRIEVE PROPERLY









































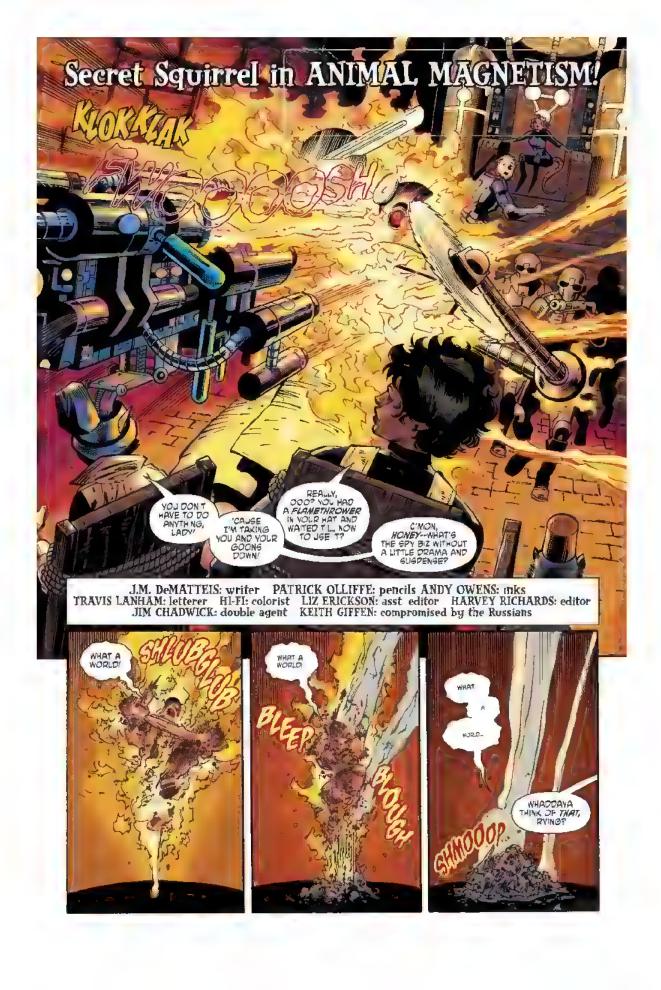








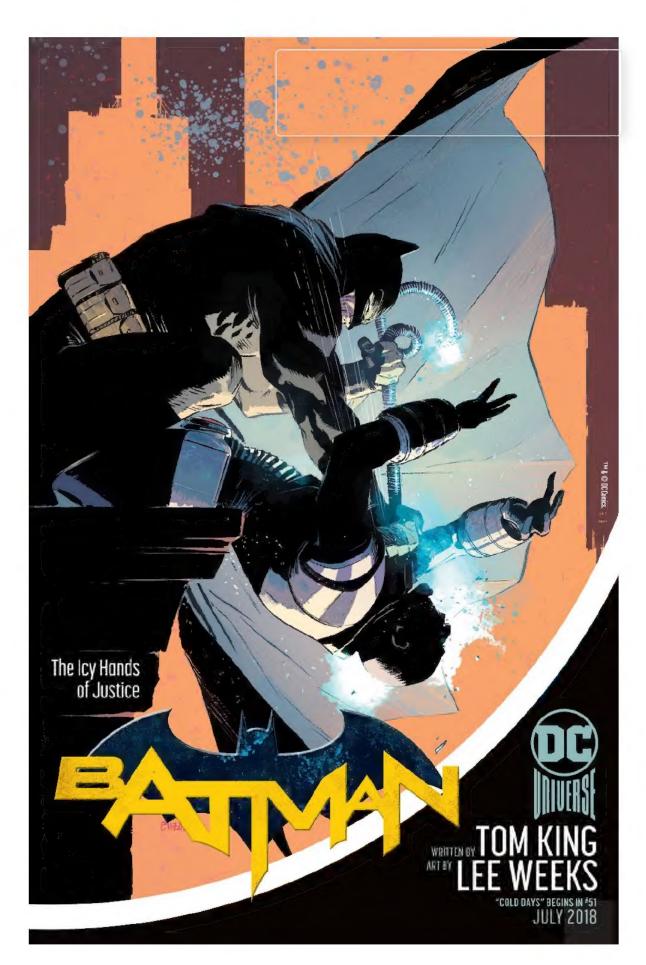














HOW TO DRAW...

Superstar artist Bryan Hitch takes you through his process of developing the look and style of Hawkman for the hero's new series



drawn nearly all the major heroes in comics in one way or another. Not Hawkman, though. This is new territory for me. I love the idea of the winged figure; it's such an old mythological form. In preparation for HAWKMAN #1, I wanted to share some of the insights I had about Carter Hall and how those

have affected the way I approach drawing him."

THE HERO DEFINED: "Behind the mask, [writer] Robert [Venditti] and I wanted Carter to be much more grounded than Hawkman. He's a man who's walked the Earth in search of history—his own as much as the world's. Rather than a typical superhero face, he should have a more weathered look. He's like Indiana Jones, an action-archaeologist."

TAKING FLIGHT: "Hawkman's wings are his signature look. They aren't an adornment like Superman's cape—they are his key physical trait. I wanted to look at the way real hawks use their wings and try to apply that to Carter. It's not just on upstroke followed by a downstroke, it's asking yourself: When are they spread or folded? Can the motion of the wings in connection with his human body language give us a sense of human-powered flight?"

A WINGED WARRIOR: "Hawkman is a fighter, a warrior. But even then, it isn't fistfights—he's an aerial combatant. So how does that translate into hand-to-hand combat? Well, I think it's more feet-to-head combat. His fighting is ballistic-impact combat. He comes in hard and fast, using that velocity to take out apponents. He's a bird of prey and that needs to be his martial art."

"And, if that doesn't work, he's got the mace..."



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